Mystic Heroes™

KOEI™

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

Mystic Heroes™

KOEI™

KOEI CORPORATION, 1818 Gilbreth Road, Suite 238,
Burlingame, CA 94010

PRINTED IN USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

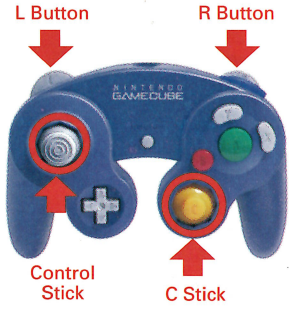
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Official Nintendo Seal of Quality ®

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

T TEEN CONTENT RATED BY ESRB

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN (13+)
Violence

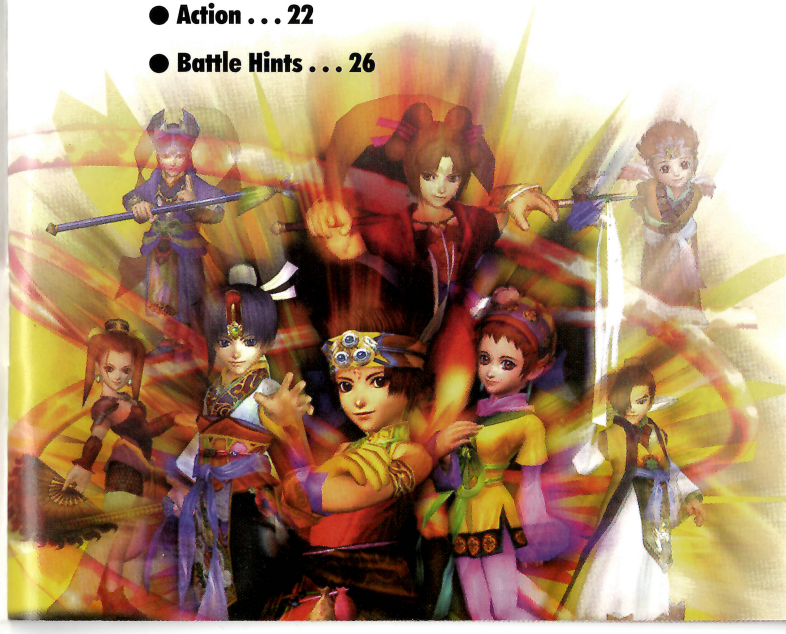
LICENSED BY Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Mystic Heroes™

CONTENTS

- Character Introduction and Story . . . 4
- Controls . . . 8
- Beginning a Game . . . 10
- Story Mode . . . 12
- Survival . . . 19
- Multi Play . . . 20
- Action . . . 22
- Battle Hints . . . 26



Let's have some fun!

Recommended Attack

Stun the enemy with a Direct Spell (Y Button) and then dash forward and finish them off.

SHIGA

A headstrong youngster from the East. He runs into some trouble during his journey with Lani to the City of Ancients.

Character Data

Balanced offensive and defensive skills. Excellent for beginners.

POWER	3
MAGIC	3
SPEED	2

Attribute: **Wind**

LANI

Descendant of a long line of mystics, and the holder of many secrets. A girl who fights only when absolutely necessary.

Don't let my looks deceive you!

Attribute: **Ice**

Character Data

Especially gifted in movement and magic. Not very adept at close combat.

POWER	1
MAGIC	4
SPEED	3

Recommended Attack

Long-range is her favored method of attack. Let the enemy have it with the Target Spell (Hold down the Y Button).

Story

Our main goal is to defeat the evil Emperor Kang and Sheva. We'll have to defeat all the troops and monsters they throw at us along the way, but we're up to it!

We fight for the people!

Recommended Attack

Lure the enemy into gathering around you, then use a Jump Spell (Press the X Button during a jump) to take them all out at once.

Character Data

A little slow, but this is more than compensated for in his strength and power.

POWER	3
MAGIC	4
SPEED	1

Attribute **Lightning**

TAI

A powerful mystic with plenty of battle experience. He was training alone when his studies were cut short by mysterious events...

NAJA

This daughter of a mystic has a bit of a chip on her shoulder. She is sent by Master Gen to investigate the strange happenings on Mt. Hoshin.

Bring it on!

Character Data

With strength and speed, close combat is her forte.

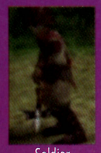
Attribute **Fire**

POWER	4
MAGIC	1
SPEED	3

Recommended Attack

Cut deep into enemy territory and then unleash your Sword Spell (X Button).

Allied Units


Soldier

Captain Dax

Kirin

These are the units that fight alongside us. Make sure you don't attack them!

CONTROLS

L Button

- Center camera P23
- Reorder runes (Rune Settings Screen)

R Button

- Guard P22
- Gather Magic P23
  Press the X (or Y) Button while holding down the R Button
- Reorder runes (Rune Settings Screen)

Control Stick

- Select item
- Move P22
- Dodge P23
  Use the Control Stick while guarding (evasive maneuvers)

Y Button

- Direct Spell P24
- Target Spell P24
  Hold down the Y Button, target, then release

X Button

- Sword Spell P24
- Jump Spell P24
  Press the X Button while jumping

+Control Pad

A Button

- Select
- Sword Attack P22

START/PAUSE

- Pause Screen (Temporary pause)
- View information on allied units, conditions for victory
- Skip movies, return to title screen

C Stick

- Move Camera P23

B Button

- Cancel
- Jump P22

BEGINNING A GAME

1 Insert a Nintendo GameCube™ Memory Card

Insert a Memory Card into Nintendo GameCube™ Memory Card Slot A. Please make sure that you have enough memory on the Memory Card before you begin the game. You will need between 2-6 blocks of free space to save a game.

Required number of blocks	
System File	1 Block
Save Data File	1 Block X 5

2 Insert the Game Disc

Insert the ***Mystic Heroes*** Game Disc into Nintendo GameCube™, close Disc Cover, and then press the POWER Button to the ON position. The opening movie will start.

3 Move to the Title Screen

Pressing the START/PAUSE will take you directly to the Title Screen. Pressing the START/PAUSE again will allow you to select a Mode. Pressing any button during the demo will take you to the Title Screen.

4 Select a Mode

Select the Mode you want to play.

New Game	Play the Story Mode.
Continue Game	Play the Story Mode from a previously saved point.
Survival	How far can you go in this challenge mode?
Game Info	View High Scores, the Rune Dictionary, and Character Profiles.
Settings	Change game settings.
Multi Play	Play the Multi Play Mode.

Save/Load

Save

Story Mode Data can be saved at the Pre-Battle Menu. You can save a maximum of 5 games on one Memory Card. You have the choice to return to the Title Screen following the save.

Load

Selecting [Continue] from the Title Screen allows you to load data.

Game Info

High Scores	View High Scores based on Time, Total Points, Enemies Defeated, and Best Combo.
Character Profiles	View the profiles of the various characters.
Rune Dictionary	View the runes you have gathered during play.

Settings

Brightness	Adjust the brightness of the game on your TV.
Sound	Switch between Stereo and Mono.
SE Volume	Adjust the volume of the in-game sound effects.
BGM Volume	Adjust the volume of the in-game music.
Rumble	Turn Rumble feature ON or OFF.
Targeting	Switch between Normal and Reverse targeting. ● Reverse - Up and Down are reversed for movement of the sight.

STORY MODE

Defeat the enemies scattered throughout the map and clear the stage! There are a total of 8 stages, with a maximum of 5 maps per stage.

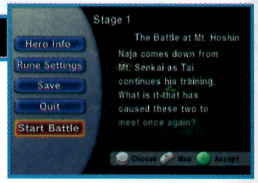
Playing the Game

1 Select a Character

When the opening movie finishes, choose one of the four main characters. The story will begin after you have made your choice. (After clearing the game, if you begin a new game at the same difficulty level, you can Inherit Stats that you accumulated in the previous game.)

2 Pre-Battle Screen

A number of things can be done at this screen: save data, review player information, and change runes. Once you're ready, select [Start Battle] to play.



3 Begin Battle!

The conditions for clearing the map are shown first. Your goal is to fulfill those conditions, while clobbering all of the monsters that get in your way. Be careful - you lose if your health falls to 0.

4 Aim for the Final Map!

A main boss character is located on the final map of each stage. Defeating the boss clears the stage.

5 Stage Cleared!

Your points are shown on this screen. Points are awarded based on such factors as time, number of enemies defeated, and the number of allies you lose.

Hints for the Story Mode

Nurturing your character

Break all of the vases you can find. Hidden in some of them are runes or items that strengthen your character.

Magic

Magic is necessary for using the power of the runes. Below are some ways to gather magic.

1. Find an item
2. Attack
3. Use R Button + X (or Y)

Battle Screen

Leader
A little different from your normal peon.

Health Gauge

Magic Gauge
This decreases when you use spells.

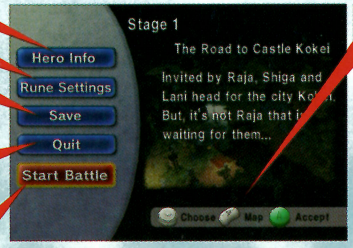
Affinities
Shows the character's affinity and that of his equipped spells.

Battle Status
Red is your force. Blue is the enemy. The more of your color that shows, the better you're doing overall.

Map
Red are allied units. Blue are enemy units. Yellow is your own character.

Enemies Defeated

Pre-Battle Screen



Hero Info

Rune Settings

Save
Save data for the story mode.

Quit
Quit the game.

Start Battle
Start the battle.

Map Display (Press the Y Button)
View a map of the terrain for this level.

Hero Info Screen

Equipped Runes

Equipped Spells

Hero Stats

[RA] is Rune Attack (magic offensive strength)
[RD] is Rune Defense (defense against other magic)

Experience

This increases when you do damage to an enemy by using magic.

Spell Level (1-4)

Filling the experience bar will increase your Spell Level by 1. The experience bar will then reset - fill it again to gain another level!

Equipping Runes

Choosing a Rune

Use the Control Stick to highlight the rune you want to change and then press the A Button.

The rune you are currently using will be shown. Select the rune you want. Pressing the A Button again will exchange the runes.

Choosing Spells

When you have 2 runes equipped, you have to choose which rune's spells you want to use. Once you've decided, press START/PAUSE.

I want to use the Direct Spell from the second rune. In that case...

Use the Control Stick to choose and then press the A Button.

After you've chosen a spell, pressing the Y Button will let you see a demo of how to use it.

D Direct Spell | T Target Spell | S Sword Spell | J Jump Spell

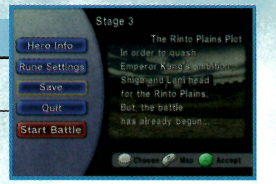
What is a Rune?

A rune is a strange character sometimes carved on a weapon, or on a magical item. Regardless, they have strange powers to create some very powerful spells. There are some that will raise your Health or Magic just by equipping them.

Guidelines for Runes

1. Getting new runes

You get new runes after clearing a stage with a lot of points, or by finding them in vases in the game. If you find a rune during battle, make sure you save the game as soon as you can.



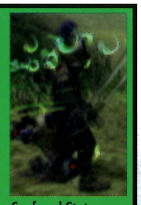
Runes you find during battle only stay with you if you save.

2. Runes and Affinities

Runes have 4 different affinities.

Wind

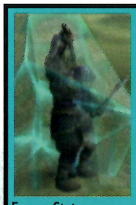
Spell power is rather low, but the speed of the spells is very good. It also can confuse the enemy.



Confused Status. The body will turn circles.

Ice

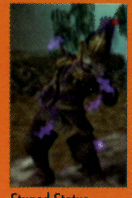
Power and Speed are normal. Will occasionally freeze the enemy.



Frozen Status. Attack these defenseless enemies!

Lightning

Spell power is very high. Speed is normal. Will sometimes stun the enemy.



Stuned Status. Enemy is slowed.

Fire

The most powerful of spells. However, it's speed is slow. It sets the enemy on fire, causing them damage.

When an enemy is on fire, they continue to take damage.

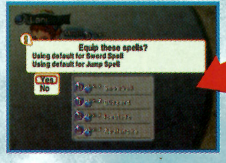
3. Relation Between Runes and Spell Level

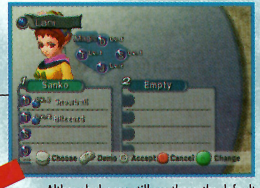
In order to use the spells of a rune, the character's magic level has to be at least as high as the spell level of the spell. However, the character can use a spell one level higher than his own magic level if his affinity matches that of the spell.

Even though Shiga is Lv 1, he can use Lv 2 Wind spells because his affinity is wind.

4. When No Runes Are Equipped...

You can use spells even without equipping runes. The spells you can use are decided by your character's affinity.

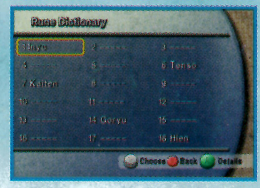




Although she can still use them, the default spells are pretty weak.

5. Rune Dictionary

All of the runes you find along the way will be recorded in the Rune Dictionary. Try to get them all!



You'll find these as you go along!

Items You Can Pick Up

An item appears when you either destroy a container or defeat an enemy leader.

Magic Peach	Restores Health.
Tao Fruit	Restores Magic.
Swords	Raises Attack level.
Helmet	Raises Defense level.
Armlet	Raises Rune Attack (RA) level.
Pendant	Raises Rune Defense (RD) level.
Health Orbs	Increases Health max.
Magic Orbs	Increases Magic max.
Speed Potion	Increases Speed for 15 seconds.
Power Potion	Become invincible for 20 seconds.
Magic Potion	Have unlimited magic for 15 seconds.
Great Axe	Attack strength doubles for 15 seconds.
Armor	Defensive strength doubles for 20 seconds.

SURVIVAL

Think you can handle the heat? You're on your own in this mode- prove your skills and then register on the internet to see how you rank!
http://www.koeigames.com/

Playing the Game

1 Select the Course

Select from among three course levels: Beginner, Intermediate, Advanced.

2 Select Your Character

Select from among the 4 main characters.

3 Move to the Pre-Battle Screen

Adjust your runes. When you're ready, select [Begin Battle].

4 Start the Clock!

Health and Magic levels begin at initial levels. You can power up your character by picking up items along the way.

5 Clearing the Course

You must clear 4 maps to complete the entire course. Your time, total points, and other statistics will then be shown. If you get a really good score, you might even get a new rune!

MULTI PLAY

Defeat the enemies with your friends in Co-op Mode or battle against friends in VS. Mode!

Playing the Game

1 Select the Player

Up to 4 players are available in Multi Play Mode. Select [Player] for you or your friends and [COM] for computer to play.

2 Select the Mode

2 Co-op Modes and 5 VS. Modes to choose from. Press the Y Button to see rules for the selected mode.

3 Select the Settings

Select the settings for your multi play game.

Time	Set the length of the game. 1 min. - ∞ (unlimited).
Traps	Enable traps in the game - On/Off.
Stage	Switch between Select and Random.
Enemies	Have enemies appear in the game - On/Off.
Ally Damage	Enable ally damage - On/Off.
Revive	Number of times heroes can be revived.

4 Select Your Character and Rune

First, each player selects a character and rune. They can then set their hero's strength. Each player must use their own controller during selection. Any player can choose the character and rune for COM.

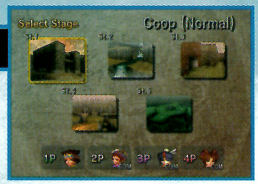
Hints for the Co-op Mode

● **Revive** You can revive a player by standing nearby and pressing the X Button with a full Magic Gauge.

● **Mystic Combo** Decimate the enemy with this powerful co-op attack when players' Magic Gauge is full. Get close to each other and press the X Button at the same time.

5 Select the Stage

Select a stage to play. The Select Stage screen will not appear when you select [Random] for Stage in Settings.



6 Begin the Match!

[Start game?] dialogue appears when you finish setting up your game. Select [Yes] and press the A Button to start the battle.

7 Results Screen

Once the battle is over, the Results Screen is displayed. Depending on the mode you played, the Results Screen will show different points you and other players earned.

Multi Player Game Screen

ACTION

Move

Press the Control Stick all the way in any direction to move that way.

Jump + B

The height of the jump changes the longer you hold down the B Button. Press the Control Stick at the same time as you push the B Button to jump low and far.

Guard R

While holding down the R Button, you will be on guard against enemy attacks. However, you cannot attack while guarding.

Jump Attack B + A

Approach the enemy and start swinging.

Sword Attack A

Approach the enemy and start swinging.

The type of attack changes automatically.

Distance from enemy	Long	Middle	Close	Enemy
Example: Shiga	Dash Attack	Tackle	Sword Attack	

Surrounded by enemy

Spin Attack

Perform this attack by making a circle with the Control Stick and then pressing the A Button.

Combination Attack A Press the A Button repeatedly

Combination attacks change depending on the situation and the distance between you and your enemies.

Center Camera L

Always keep the enemy in front of you!

View Change C

Very useful for seeing what's at the bottom of a cliff or pit.

Gather Magic R + X or Y

Refill your spent magic quickly. Be careful though. You're defenseless while doing this.

Dodge R +

Use evasive maneuvers to dodge the enemy's attack to the front, back, or sides.

USE DODGE TO GET OUT OF STICKY SITUATIONS!

Dodging Fire!

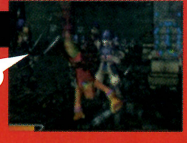
You can dodge the fire attacks of the bosses!

Approaching the enemy.

Good for trying to get close to those pesky enemies!

You're surrounded!

Get away without taking any damage!



Direct Spell (Y)

Release a burst of magic directly ahead of you. You're open to attack when you do this so keep some distance.

Jump Spell (During jump B → X)

Works best when you're surrounded.

Try not to take out your allies!

Target Spell (Hold down Y + ◎ → release Y)

Select the enemy and target them by holding down the Y Button.

Release the magic by releasing the Y Button.

Sword Spell (X)

A powerful sword attack that cuts through the surrounding enemies.

Sword Spell 2 (Hold down X + ◎)

It blows right through the enemies guard.

You can attack while moving around.

Sword Spell Combo (When Magic Gauge is at Max, hold down X)

Press the Button when your Magic Gauge glows.

Do big damage to the enemy!

Spell Combo (A x 2 or 3 → Y)

Release a burst of magic ahead of you. You're open to attack when you do this so keep some distance.

First, a normal attack.

The instant the 2nd or 3rd attack hits, press the Y Button.

The spell will move straight at the enemy.

With this attack, you leave less of an opening for being attacked.

POINT TO REMEMBER WHEN USING MAGIC

Magic cannot tell friend from foe. Be sure to check that no allies are in the way when you release any big magic.

Don't go knocking your friends around!

Magic Sword (A x 2 or 3 → X repeatedly)

A powerful combination, where after 2 or 3 normal strikes with your weapon, you wrap your weapon in magic and strike some more. Great for racking up the hits.

Attack normally first.

After the 2nd or 3rd hit, press the X Button.

A magic weapon hits the enemy! Keep pushing X.

The attack goes on and on! Looks great, too!

HOW ABOUT THIS COMBO!

Magic Sword Combos change automatically depending on distance and situation. Occasionally, the powerful jump magic is released at the end of one of these combos.

Start with a Dash Attack!

The second attack is a leg sweep!

Now you strike once.

Jump magic! A powerful super attack!

BATTLE HINTS

Go for the leader

Leave the peons for later. Take out the leader first. Some of them even have items.

Using Spells effectively

If close range fighting is your specialty, stick to sword magic. For long distance fighting, target magic and jump magic is probably the best. This is the most efficient way to raise your Spell levels. After you get used to the game, you'll be able to tell when to use each most effectively.

Specialize in one type of magic. This will give you an advantage with the boss.

Always keep an ally's escape route open!

You should always make a path when your allies need to retreat. If they safely retreat, they will return to the battlefield after healing to help out. If they get caught while retreating, they could be surrounded and wiped out totally.

If an allies retreat message appears, take a minute to check the map. If the ally's icon isn't moving, you should head over and help!

Be careful of traps on the map

As you advance in the game, you will discover a number of traps and tricks.

Try jumping onto those glowing platforms.

If you see suspicious switches or pillars, try hitting them.

Boss Secrets

Here's some advice on what to do with two of the initial bosses.

Roc

Hit his feet. Not much defense there.

Appears at the end of Stage 1 of the Shiga/Lani Quest. If you have to attack him up close, concentrate on his legs. If you try to take him out from a distance, just be careful of the fire he spits out.

If you try from a distance, watch out for the flame. Dodge it quickly!

T'ai Shan

You can't guard against the beam. Dodge it.

Appears at the end of Stage 1 of the Tai/Naja Quest. Direct or targeted magic is best for him. Use dodging to escape his beam or his rush.

Throw a spell at him when he comes at you!

NOTES

WARRANTY

90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this Game Disc shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the Game Disc, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the Game Disc to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at (650)692-9080, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective Game Disc, enclose your name, address and phone number, and return the Game Disc, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

KOEI Corporation
1818 Gilbreth Road, Suite 238
Burlingame, CA 94010

This warranty shall not apply if the Game Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

On-Line Support

For information on other KOEI games, or to find hints on specific titles, please visit our web site at: www.koeigames.com